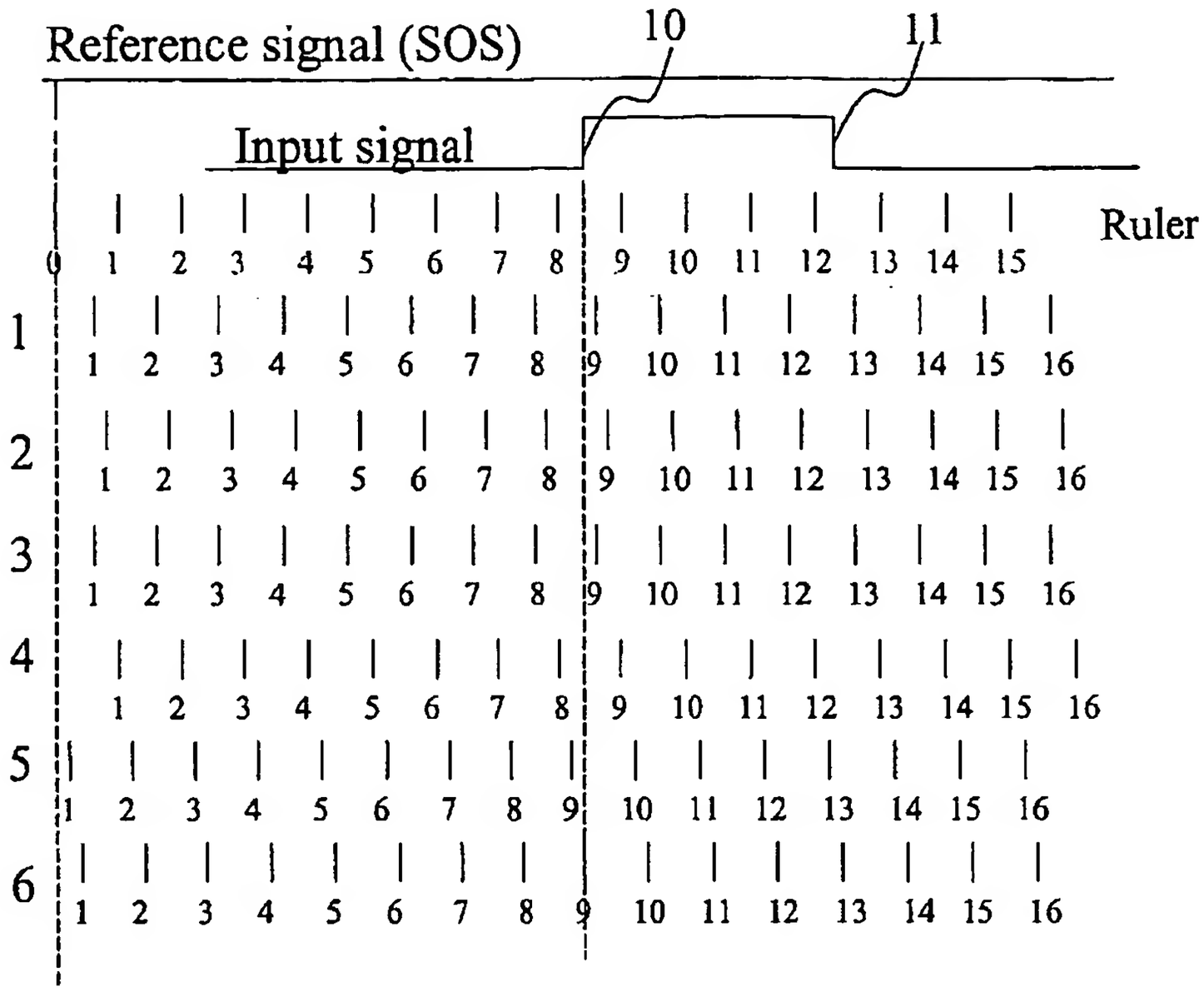

Fig. 1

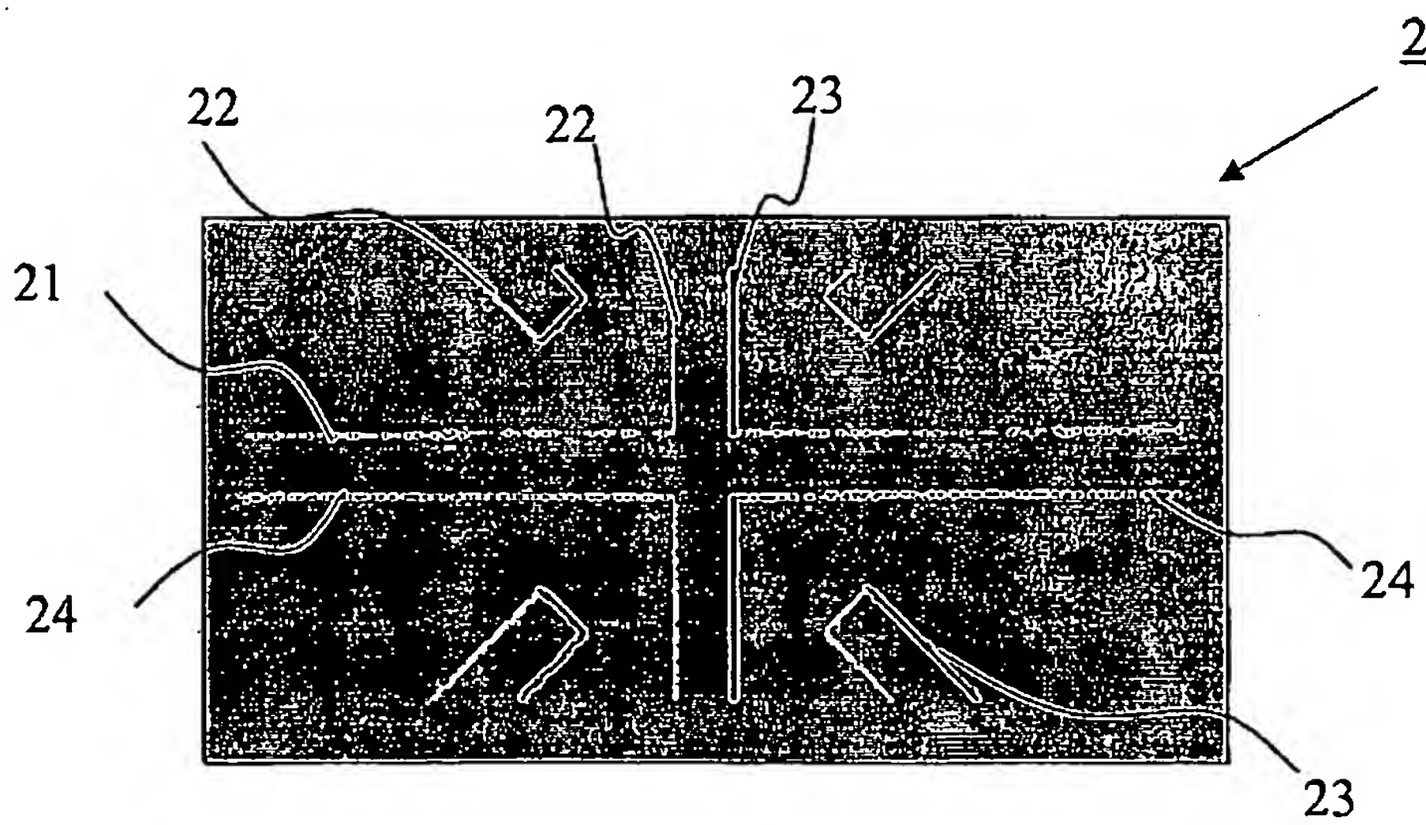

Fig. 2

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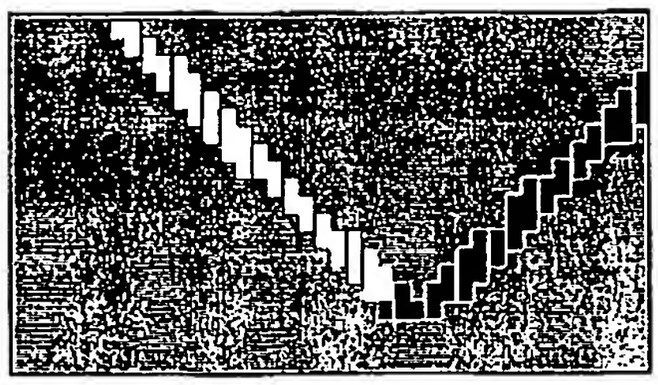

Fig. 3

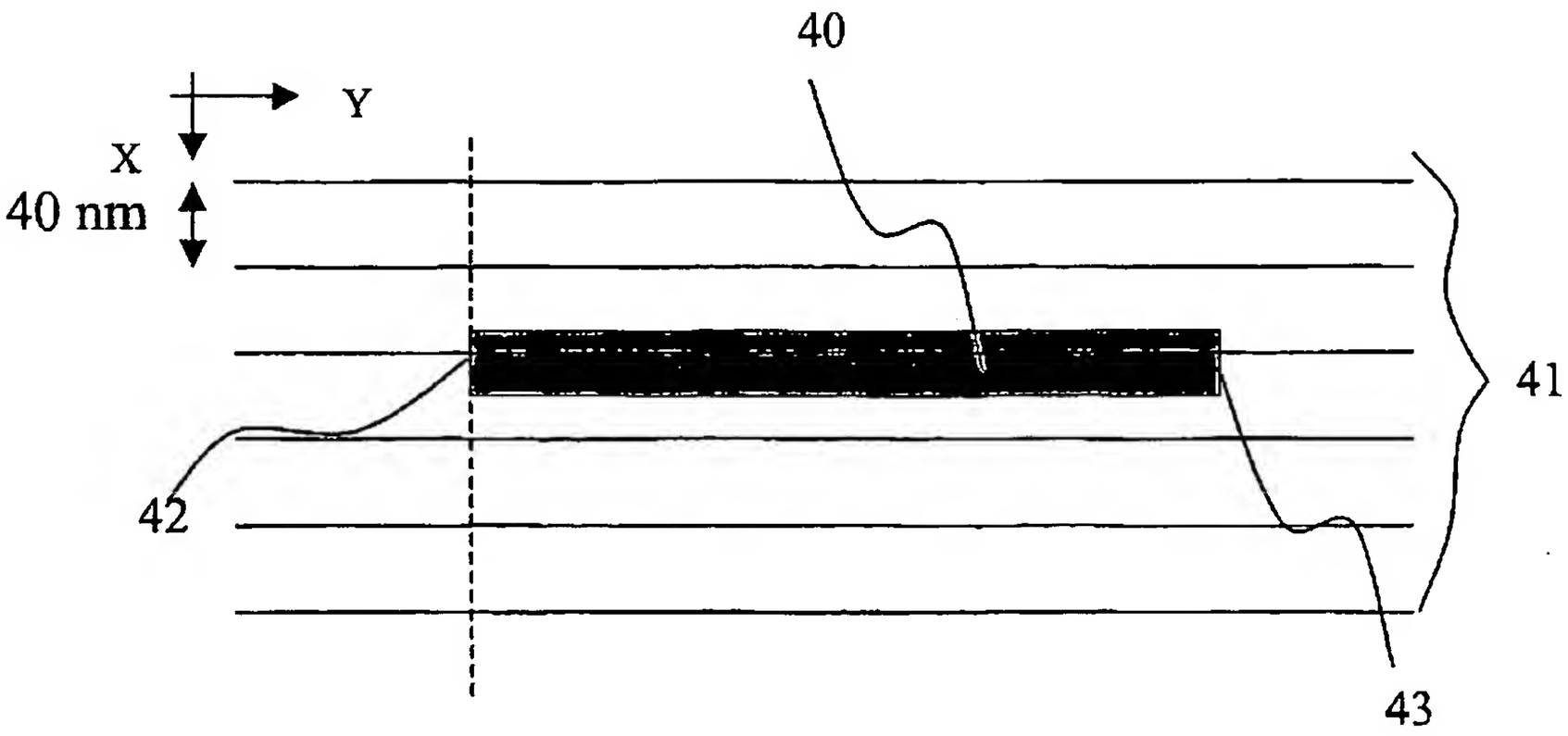

Fig. 4

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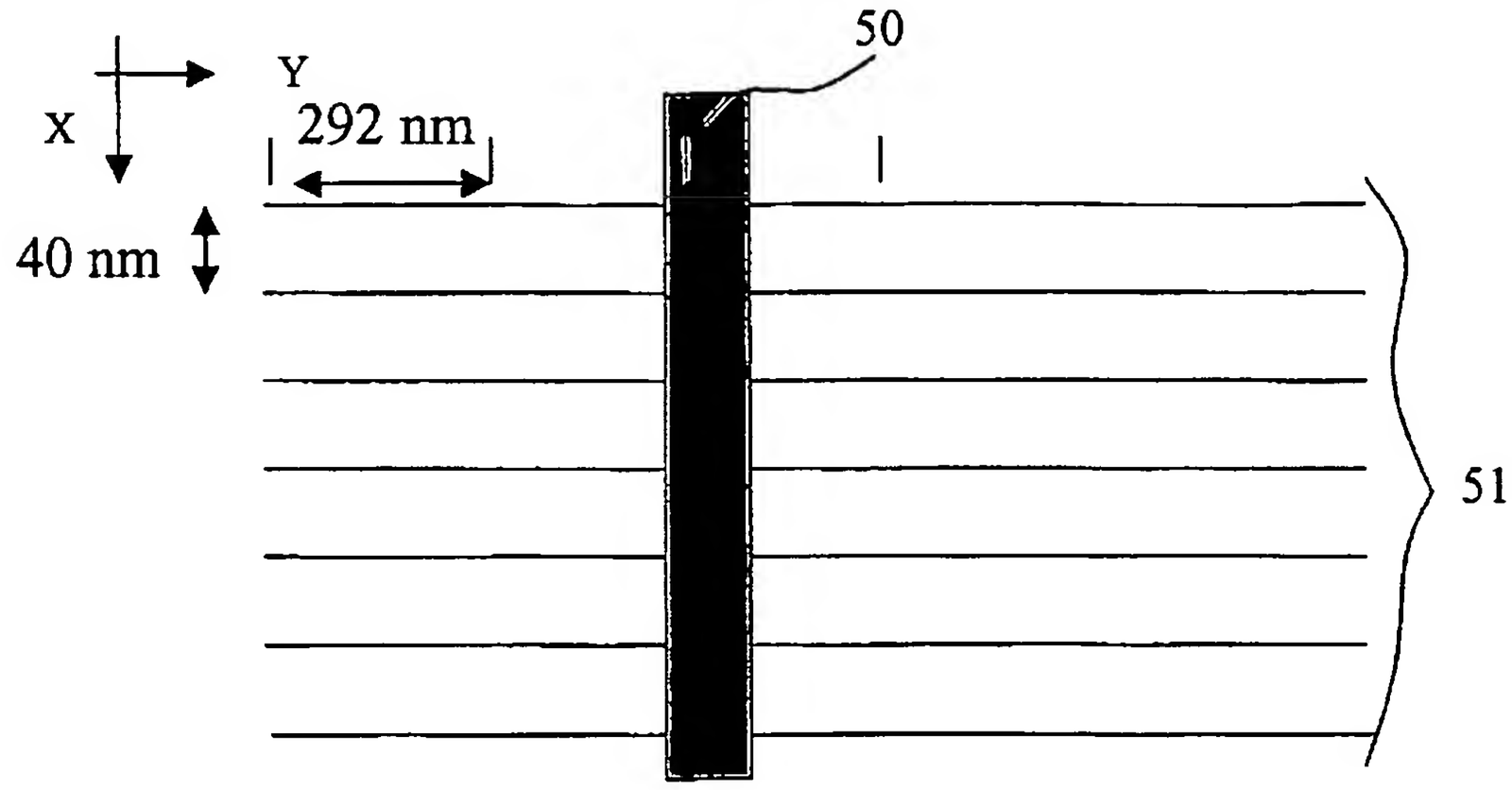

Fig. 5

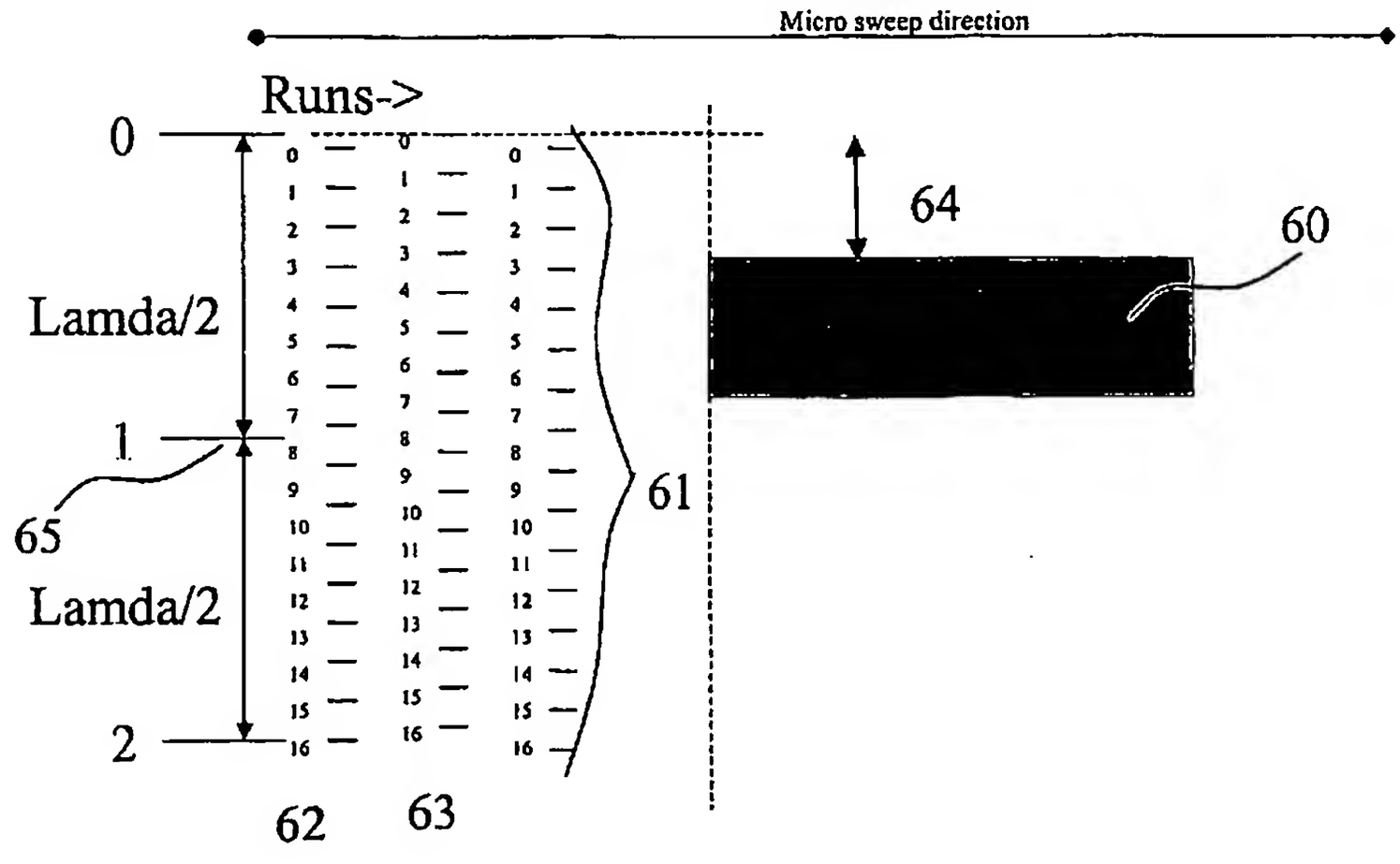

Fig. 6

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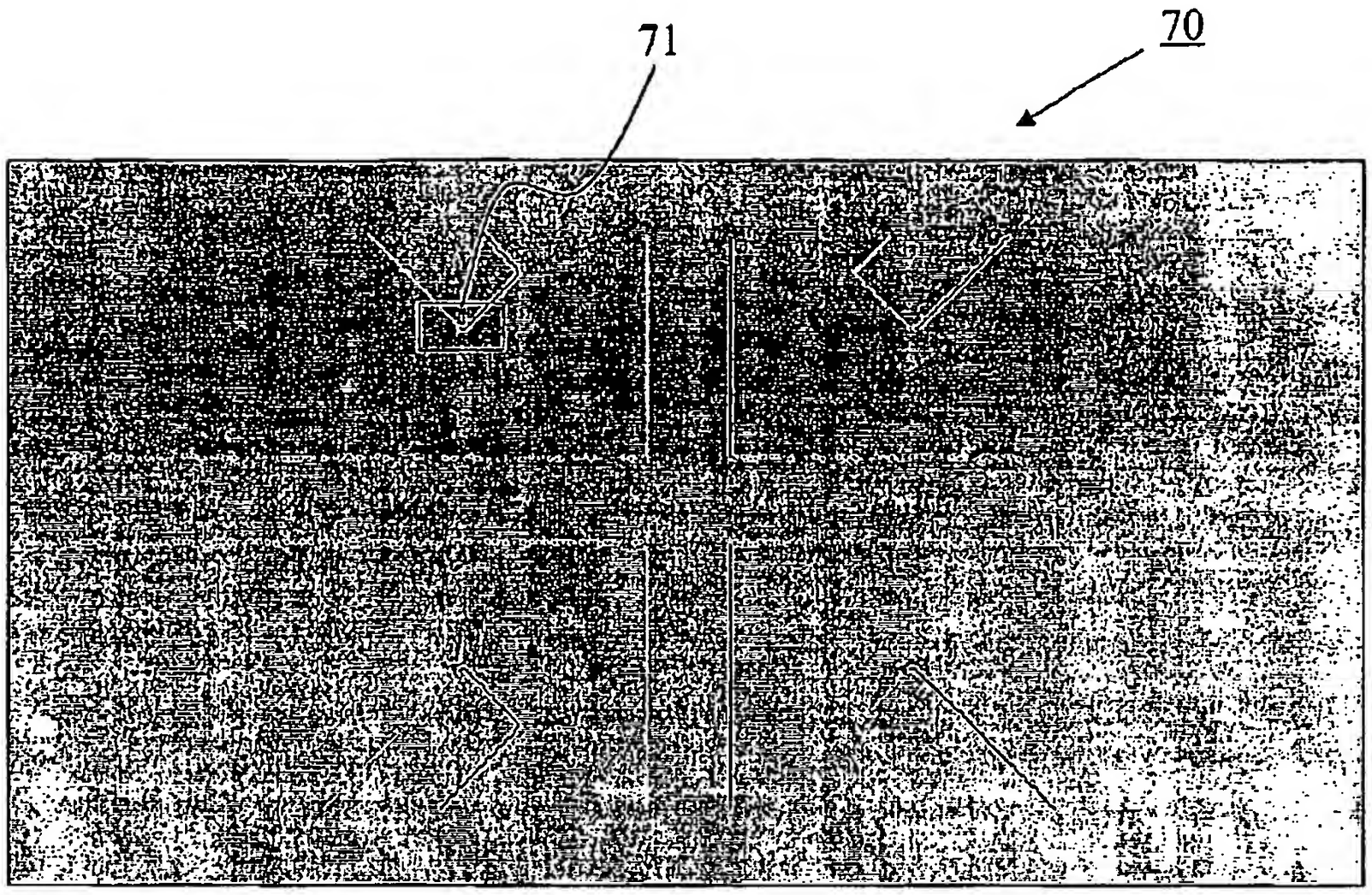

Fig. 7

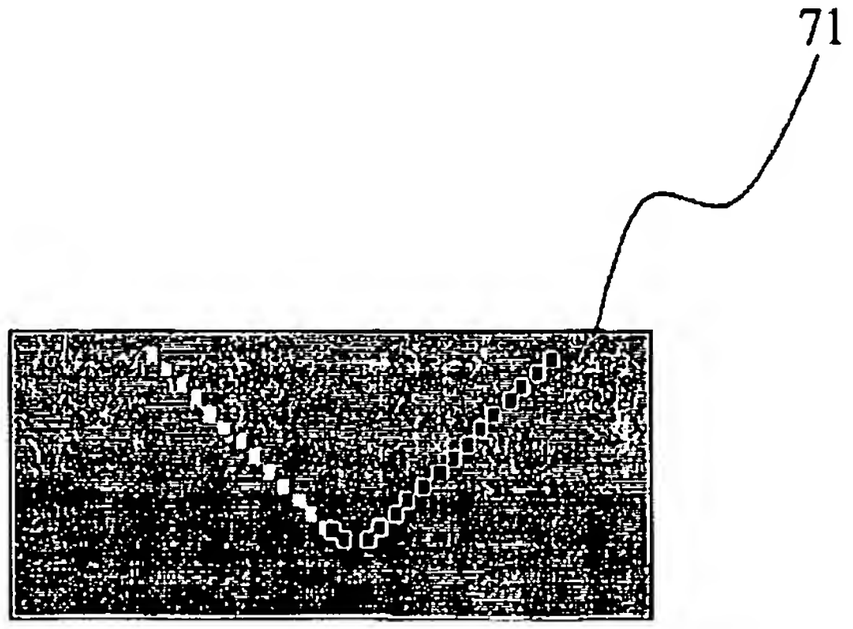

Fig. 8

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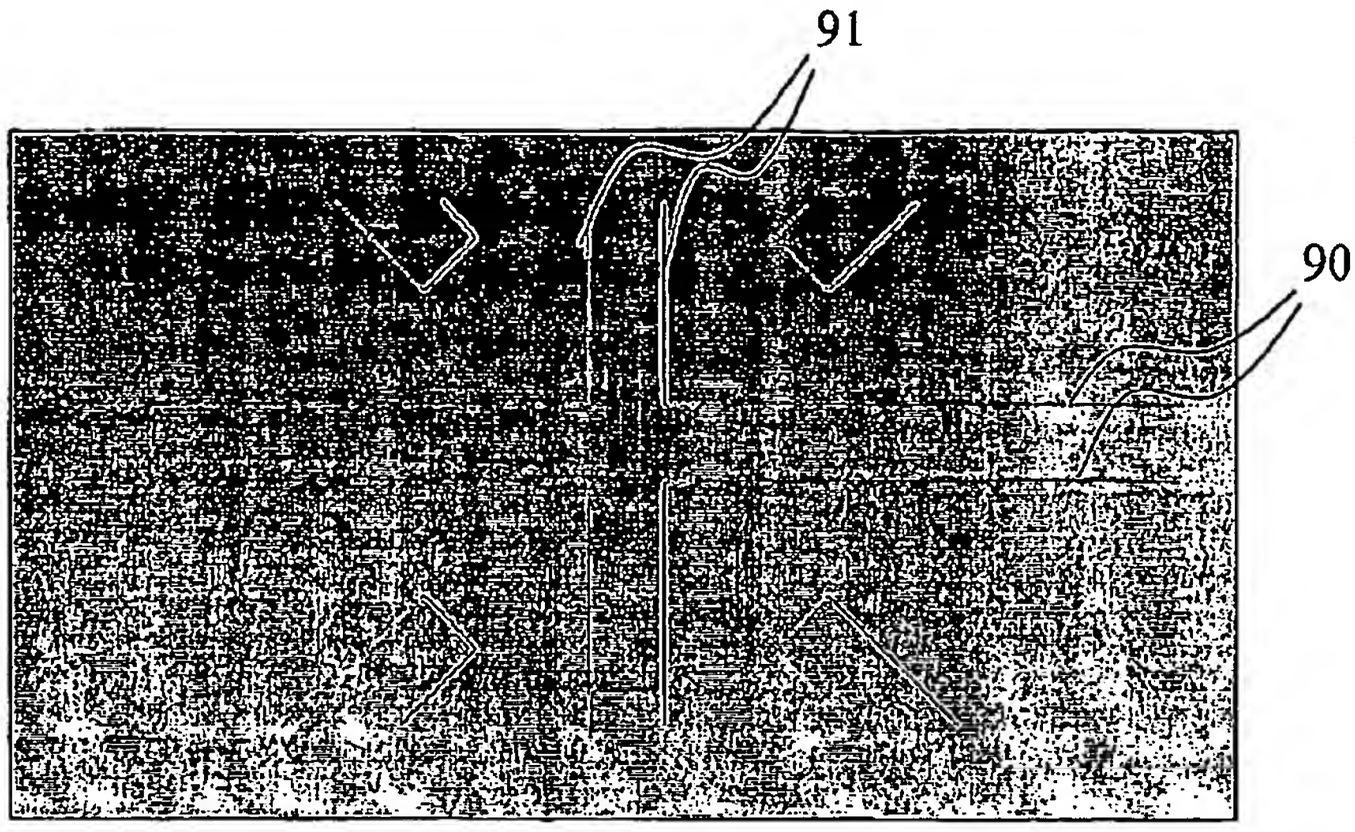
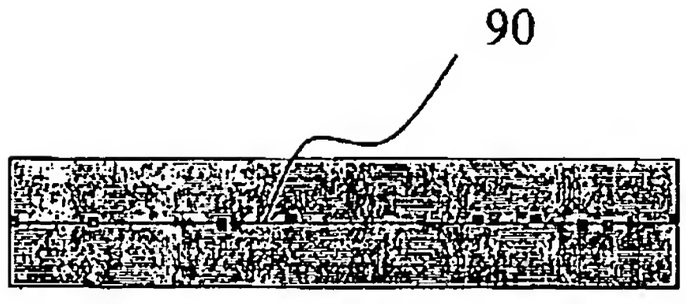


Fig. 9



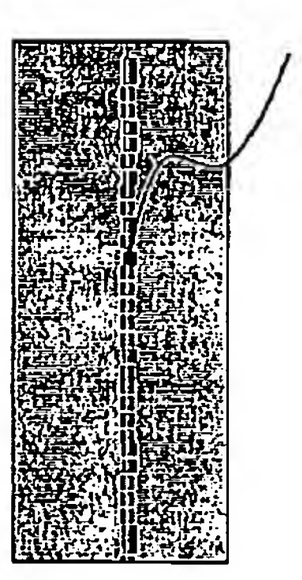


Fig. 10a

Fig. 10b

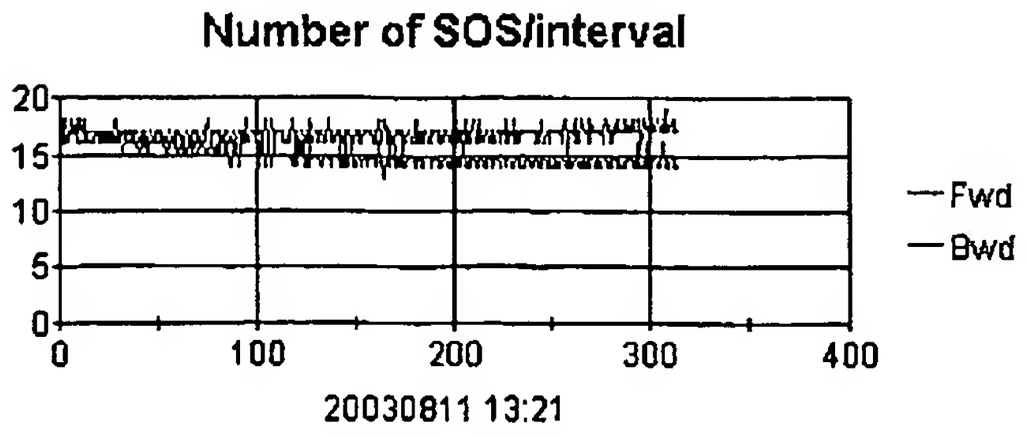


Fig. 11

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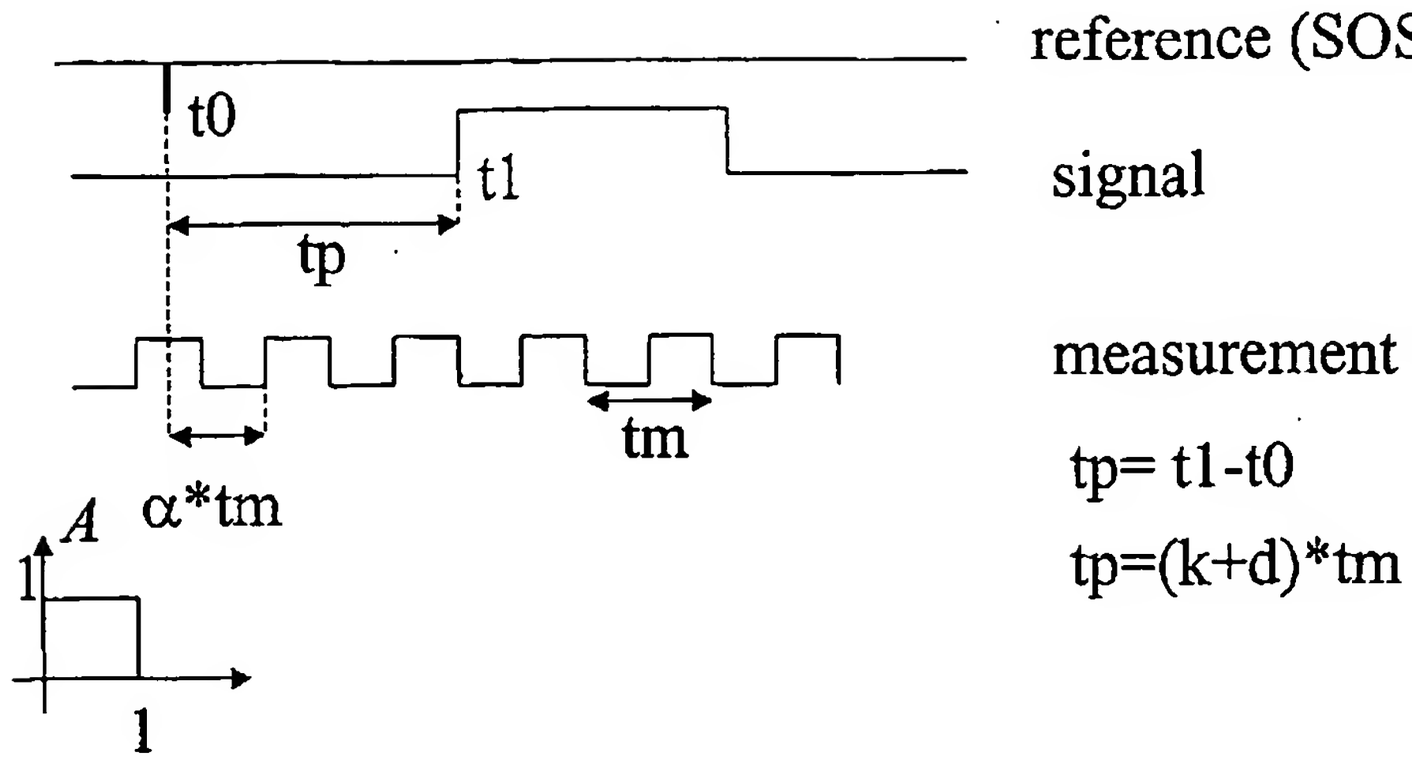
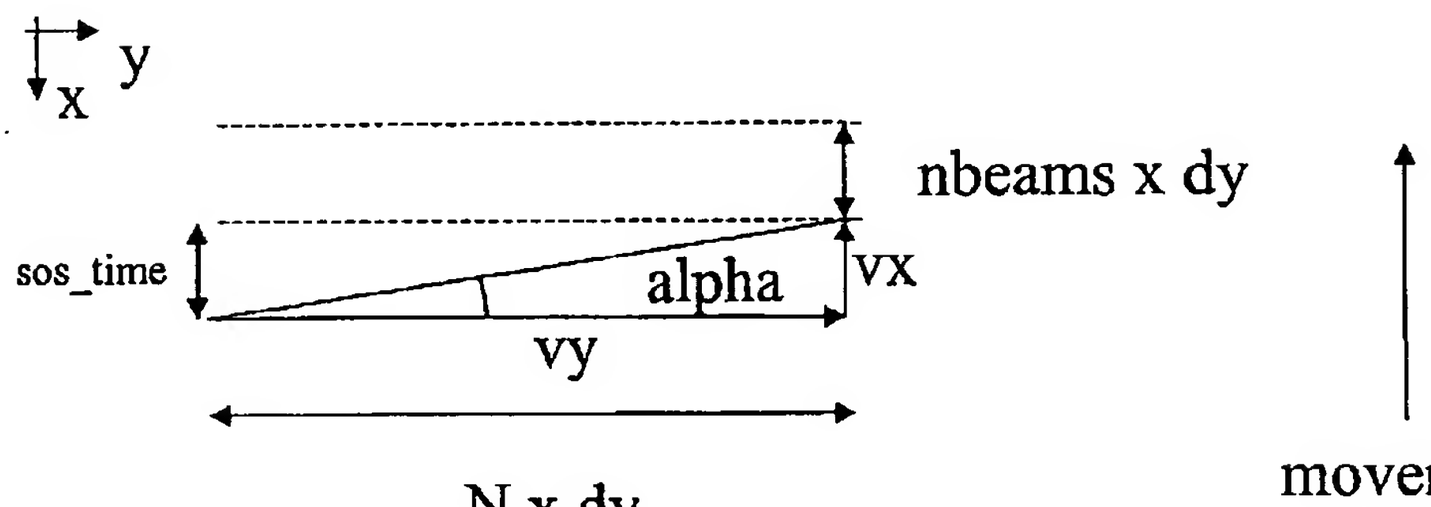


Fig. 12



vx = nbeams * dy / sos_time [um/usec]

vy = dy/pixel_clock_time [um/usec]

sos_time = N * pixel_clock_time [usec]

Fig. 13

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